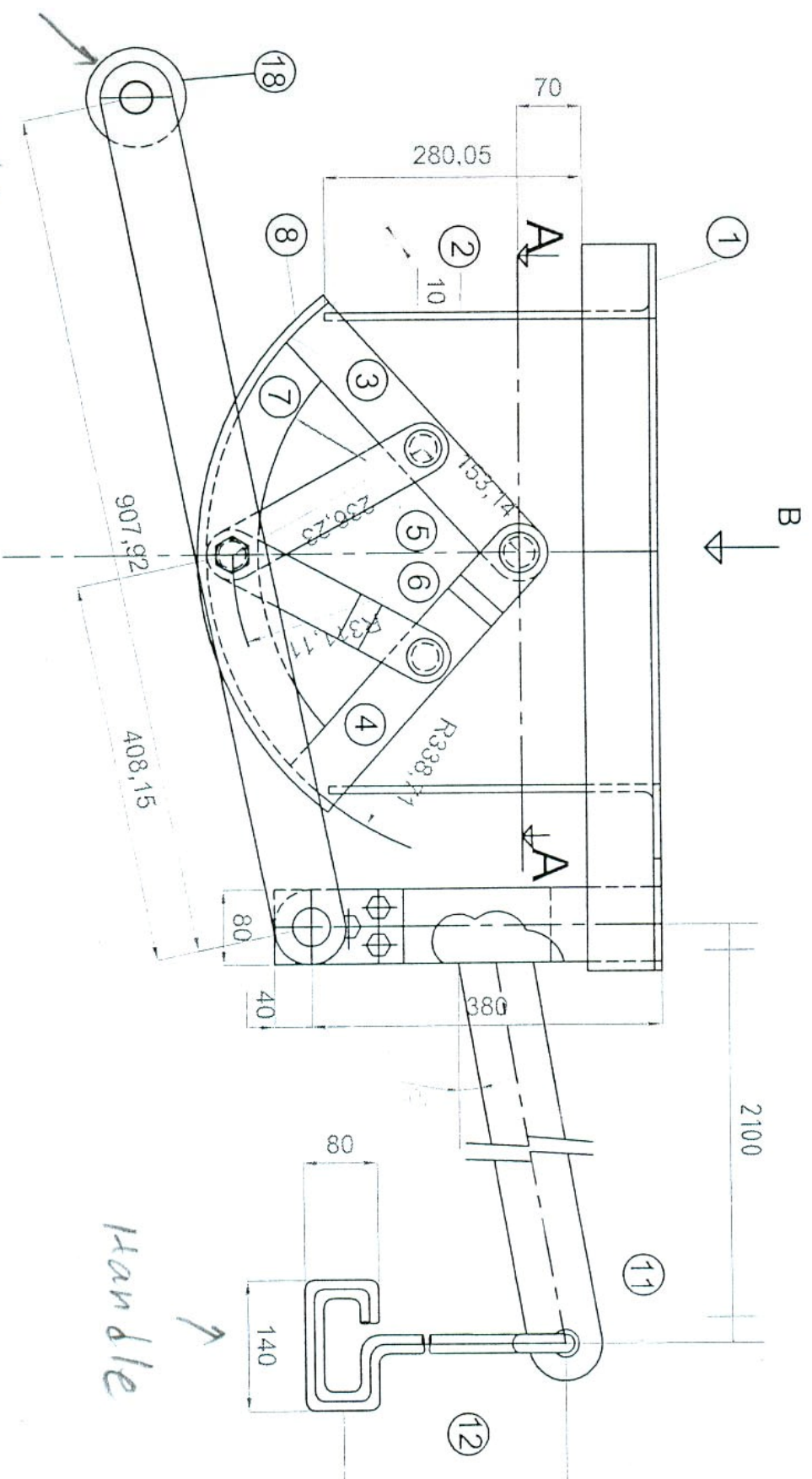


Equalizer weight



Handle